

## **EL PACIENTE 106**

You wake up in a hospital room and how you got there, you have absolutely no idea. Find out what happened following the clues accross the city and asking people you find. Many of them have interesting information for you.

### **INTERACTIVE FICTION**

"Paciente 106" is an Interactive Fiction game and, as such, must be controlled by typing your input commands. The game will show information in both graphics and text displayed, but you may ask more information about something in concrete using the "EXAMINE" command. To move between two different locations you may use a direction verb ("NORTH", "SOUTH" as usual or "ENTER", "EXIT", "UP" or "DOWN"). Sometimes you must get information from some character. In such cases you may use the "SAY" command. In other cases you should "ASK FOR" or "GIVE" something.

To get a list of possible exits you may use "EXITS" or "X". To know what you are carrying with you in your inventory, simply type "INVENTORY" or just "I".

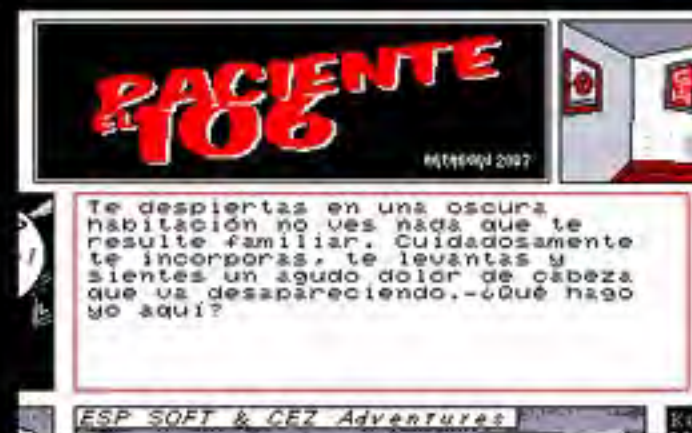
The game has a limited vocabulary so if you want to do something and it doesn't appear to be working right you should try to rephrase your command and look for synonyms. Write the words you know the program understands down because they are likely to be used later in the game.

To save your progress you should use the "SAVE" command. The program will ask you for a suitable name. In the same way, you can retrieve a saved game using the "LOAD" command.

To finish with, be sure to examine everything and talk with every character to progress in the adventure. And don't panic! It's not that hard!



Pantalla de carga | Loading screen



Comienzo | The beginning



## A BIT OF HISTORY

In the beginnig, this project was just a small test while an ASM-based parser was being developed but, step by step, looking for new functionality for the parser I started to build the story to be able to test such stuff. Back then, the game aesthetics were way worse than now, but thanks to the guys at CEZ GS which have supported me with enhacement proposals since the very first moment, such aesthetics have ended great. The parser itself shows some ideas given by testers, and same happens to dialogues, although this has been something I would have loved to develop a bit more, but it wasn't quite possible.

## INSTRUCTIONS TO RUN THE GAME

Because of the big amount of graphics the game has, we have been obliged to release it as a disc-only release. Side A contains the game images, so we advise to write-protect it for safety. Side B has data and code for the game.

### Execution in a computer with only one disc drive.

Insert the disc with "side B" upwards and type run"106 then press ENTER. The game will load and will ask you to flip the disc in the drive when necessary.

### Execution in a computer with two disc drives.

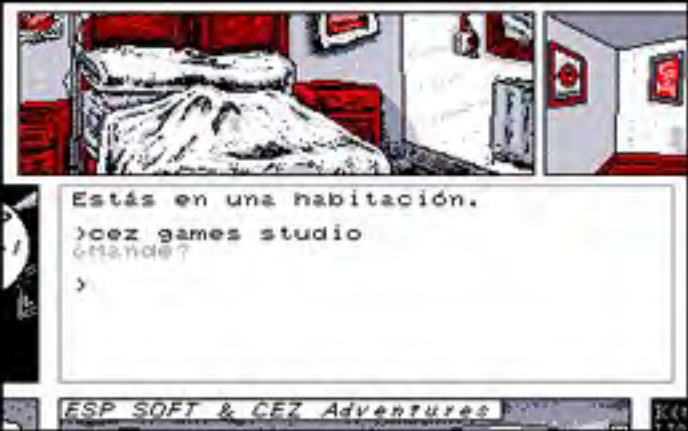
We recommend you to copy one of the sides in a blank new disc and run the game from drive B having the disc with the game images on drive A. This way you won't need to flip the disk during gameplay.



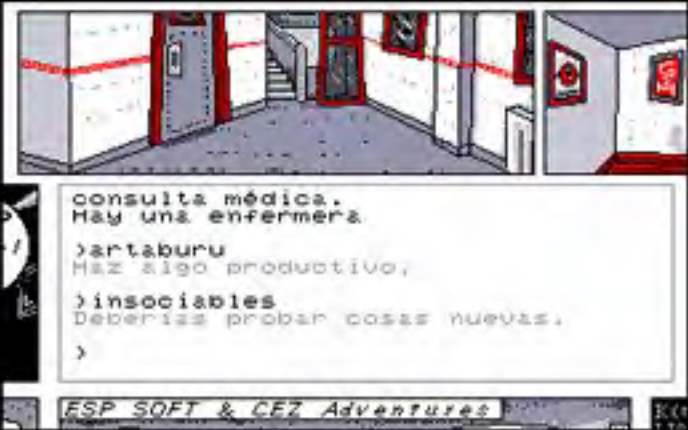
**Script & Coddig:** Raúl Simarro (Artaburu)

**Graphics:** José Ramos (Kendroock) and David Donaire (DaDMaN)

**Testing:** [[C|-E]], Benway, Grijander, tbrazil, transformer, na\_th\_an, The Warlock, AugustoRuiz.



En juego | In game



En juego | In game



En juego | In game